OBSIDIAN DRAGONS

Genius Draconic Outcasts

Habitat: Mountains, Planar (Elemental Plane of Fire) Underdark; **Treasure:** Any

Obsidian dragons were once included within the fold of gem dragons as it is known today, however, for reasons unknown even to the oldest of their kind, the gem dragons were cast out by their god, Sardior. According to legend, the obsidian dragon, Seradess, who was their thane and representative when dealing with the other gem dragon races was destroyed by Sardior, who promptly banished the entire species. It is unclear if they were banished for their tendencies towards villany, or if these tendencies developed in response to their banishment. In either case, obsidian dragons are among the most volatile and dangerous of their kin.

Obsidian dragons are incredibly powerful. Among gem dragons, they are only surpassed in raw might by the mighty amethyst dragons. However, their ability to

plan, react, and adjust is unparalleled. Possessing intellect to rival an archwizard from birth, their mental capacity only grows with each passing age, making them the most intelligent of their kind. Coupled with a fierce temper and imperious nature, they are incredibly dangerous to be around, and certainly lethal when made into an enemy.

OBSIDIAN DRAGON WYRMLINGS

When first hatched, their scales are gray, well defined, and rough to the touch. They are educated in the ways of the world by their parents, as well as how to hunt and study potential enemies in battle.

YOUNG OBSIDIAN DRAGONS

Young obsidian dragons usually have a network of minions or “allies” working for and with them. Though they haven’t had much time to truly establish themselves, this is the time when most will lay the groundwork for the years to come.

ADULT OBSIDIAN DRAGONS

As adults, obsidian dragons truly come into their own. Plans they’ve been weaving for decades finally come to fruition, and they push themselves to explore new avenues of acquiring dangerous information and powerful objects.

ANCIENT OBSIDIAN DRAGONS

By the time an obsidian dragon is old enough to be considered ancient, its scales are pure black and have become so small that it appears to have smooth, glassy skin, with only their joints displaying the razor sharp edges for what they truly are. These creatures are among the most callous, cruel, and calculating to ever operate within the multiverse. By this time in their life, they likely have extraordinary plans in motion that might impact entire kingdoms, or even worlds. They care little for anything aside from chasing their own intellectual pursuits, which often involve consequences for countless creatures around them.

OBSIDIAN DRAGON LAIRS

Obsidian dragons make their homes in active volcanoes and mountainous regions in warmer climates. Older dragons with the ability to travel between planes may even make their lair on the Elemental Plane of Fire.

The region containing an adult or ancient obsidian dragon’s lair is altered by its presence, creating the following effects;

Obsidian Profusion. The temperature of any natural water sources within 6 miles of the lair increases to near-boiling, and sheets of obsidian can be found covering the bottom of any lakes or ponds.

Fiery Sight. Fire and lava within 6 miles of the lair become conduits for the dragon's psionic presence. As an action, the dragon can cast the *clairvoyance* spell, requiring no spell components and targeting any area of fire or lava in that region.

Thriving Wildfire. Fire elementals and other creatures of elemental flame are attracted to the mountains within 6 miles of the lair, migrating and hunting there in large numbers.

If the dragon dies, the populations of elemental life near the lair return to normal levels over the course of 1d10 days. The existing abundance of obsidian remains, but new obsidian forms at a normal rate.

THE DRAGON'S LAIR

1d6	The Dragon Makes its Lair In…
1	An active volcano.
2	A smoldering mountain on the Elemental Plane of Fire.
3	An ancient and abandoned dwarven coal mine.
4	On the Para-Elemental Plane of Magma.
5	In a fortress carved from magically enchanted obsidian, hidden deep within the Underdark.
6	In the Ethereal Plane, near two gateways between the Prime Material Plane and the Elemental Plane of Fire.

Obsidian Dragon Wyrmling

Medium Dragon (Gem), Neutral Evil

AC 16 **Initiative** +3 (13)
Hit Points 75 (10d8 + 30)
Speed 30 ft., Burrow 20 ft., Fly 60 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE	
STR 18	+4	+4	**DEX** 13	+1	+3	**CON** 16	+3	+5
INT 18	+4	+6	**WIS** 13	+1	+3	**CHA** 14	+2	+2

Skills Arcana +8, History +8, Intimidation +6, Perception +5, Religion +8, Stealth +3
Immunities Fire; Frightened
Resistances Psychic
Senses Blindsight 10 ft., Darkvision 120 ft., Passive Perception 15
Languages Common, Draconic, telepathy 120 ft.
CR 4 (XP 1,100; PB +2)

Traits

Perfect Recall. The dragon can accurately recall anything it has seen or heard.

Tunneler. The dragon can burrow through solid rock at half its burrowing speed and can leave a 5-foot-diameter tunnel in its wake.

Actions

Multiattack. The dragon makes two Rend attacks.

Rend. *Melee Attack Roll:* +6 to hit, reach 5 ft. *Hit:* 9 (1d10 + 4) Slashing damage plus 7 (2d6) Fire damage.

Whitefire Breath (Recharge 5-6). *Constitution Saving Throw:* DC 13, each creature in a 15-foot Cone. *Failure:* 20 (8d4) Fire damage. *Success:* Half damage. This damage ignores Resistance, but not Immunity, to Fire.

Spellcasting (Psionics). The dragon casts one of the following spells, requiring no spell components and using Intelligence as the spellcasting ability (spell save DC 14, +6 to hit with spell attacks):

• At will: *Fire Bolt*

• 1/day each: *Flaming Sphere, Tenser's Floating Disk*

Young Obsidian Dragon

Large Dragon (Gem), Neutral Evil

AC 17 **Initiative** +5 (15)
Hit Points 168 (16d10 + 80)
Speed 40 ft., Burrow 30 ft., Fly 80 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE

Str 20	+5	+5	**Dex** 13	+1	+5	**Con** 20	+5	+9
Int 20	+5	+9	**Wis** 15	+2	+6	**Cha** 16	+3	+3

Skills Arcana +13, History +13, Intimidation +11, Perception +10, Religion +13, Stealth +5
Immunities Fire; Frightened
Resistances Psychic
Senses Blindsight 30 ft., Darkvision 120 ft., Passive Perception 15
Languages Common, Draconic, telepathy 120 ft.
CR 9 (XP 5,000; PB +4)

Traits

Perfect Recall. The dragon can accurately recall anything it has seen or heard.

Tunneler. The dragon can burrow through solid rock at half its burrowing speed and can leave a 10-foot-diameter tunnel in its wake.

Actions

Multiattack. The dragon makes three Rend attacks. It can replace one attack with a use of Whitefire Breath.

Rend. *Melee Attack Roll:* +9 to hit, reach 5 ft. *Hit:* 14 (2d8 + 5) Slashing damage plus 7 (2d6) Fire damage.

Whitefire Breath (Recharge 5-6). *Constitution Saving Throw:* DC 17, each creature in a 30-foot Cone. *Failure:* 32 (13d4) Fire damage. *Success:* Half damage. This damage ignores Resistance, but not Immunity, to Fire.

Spellcasting (Psionics). The dragon casts one of the following spells, requiring no spell components and using Intelligence as the spellcasting ability (spell save DC 17, +9 to hit with spell attacks):

• At will: *Fire Bolt (2d10), Identify*

• 1/day each: *Flaming Sphere, Hold Person, Scorching Ray, Tenser's Floating Disk*

Adult Obsidian Dragon

Huge Dragon (Gem), Neutral Evil

AC 18 **Initiative** +7 (17)

Hit Points 229 (17d12 + 119)
Speed 40 ft., Burrow 30 ft., Fly 80 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR 24	+7	+7	**DEX** 14	+2	+7	**CON** 24	+7	+12
INT 23	+6	+11	**WIS** 16	+3	+8	**CHA** 19	+4	+4

Skills Arcana +16, History +16, Intimidation +14, Perception +13, Religion +16, Stealth +7
Immunities Fire; Frightened
Resistances Psychic
Senses Blindsight 60 ft., Darkvision 120 ft., Passive Perception 23
Languages Common, Draconic, telepathy 120 ft.
CR 16 (XP 15,000, or 18,000 in lair; PB +5)

Traits

Legendary Resistance (3/Day, or 4/Day in Lair). If the dragon fails a saving throw, it can choose to succeed instead.

Perfect Recall. The dragon can accurately recall anything it has seen or heard.

Tunneler. The dragon can burrow through solid rock at half its burrowing speed and can leave a 15-foot-diameter tunnel in its wake.

Actions

Multiattack. The dragon makes three Rend attacks. It can replace one attack with a use of (A) Whitefire Breath, or (B) Spellcasting to cast Fire Bolt (3d10) or Magic Missile.

Rend. *Melee Attack Roll:* +12 to hit, reach 10 ft. *Hit:* 16 (2d8 + 7) Slashing damage plus 9 (2d8) Fire damage.

Whitefire Breath (Recharge 5-6). *Constitution Saving Throw:* DC 20, each creature in a 60-foot Cone. *Failure:* 40 (16d4) Fire damage. *Success:* Half damage. This damage ignores Resistance, but not Immunity, to Fire.

Spellcasting (Psionics). The dragon casts one of the following spells, requiring no spell components and using Intelligence as the spellcasting ability (spell save DC 19, +11 to hit with spell attacks):

• At will: *Detect Magic, Fire Bolt (3d10), Identify, Magic Missile, Shapechange (Beast or Humanoid form only, no Temporary Hit Points gained from the spell, and no Concentration or Temporary Hit Points required to maintain the spell)*

• 1/day each: *Flaming Sphere, Hold Person, Plane Shift (when moving from the Plane of Fire to the Material Plane, cast Fireball centred on the dragon immediately after casting Plane Shift), Scorching Ray, Tenser's Floating Disk, Wall of Force*

Bonus Actions

Psychic Step. The dragon magically teleports to an unoccupied space it can see within 60 feet of it.

Planar Jaunt (1/Day). *Charisma Saving Throw:* DC 19, one Huge or smaller creature not on the Elemental Plane of Fire, immediately after being hit by the dragon's Rend. *Failure:* The target has the Grappled condition from the dragon's claws, and both the target and the dragon magically teleport to the Elemental Plane of Fire, disappearing immediately, returning to a location within 60 feet of the spot they disappeared from at the end of the dragon's next turn. The target takes 49 (9d10) Fire damage. *Failure by 5 or more:* The target also gains a level of Exhaustion. *Success:* No effect, but the dragon's use of Planar Jaunt is not expended.

Legendary Actions

Legendary Action Uses: 3 (4 in Lair). Immediately after another creature's turn, the dragon can expend a use to take one of the following actions. The dragon regains all expended uses at the start of each of its turns.

Claw. The dragon makes a Rend attack.

Psionics. The dragon uses Psychic Step or Spellcasting.

Boiling Blood. *Constitution Saving Throw:* DC 20, each creature in a 15-foot Emanation origination from the dragon. *Failure:* 13 (3d8) Fire damage, and the target is Poisoned until the end of their next turn. *Success:* Half damage only.

Ancient Obsidian Dragon

Gargantuan Dragon (Gem), Neutral Evil

AC 19 **Initiative** +9 (19)

Hit Points 444 (24d20 + 192)
Speed 40 ft., Burrow 40 ft., Fly 80 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR 26	+8	+8	**DEX** 14	+2	+9	**CON** 26	+8	+15
INT 30	+10	+17	**WIS** 18	+4	+11	**CHA** 21	+5	+5

Skills Arcana +23, History +23, Intimidation +19, Perception +18, Religion +23, Stealth +9
Immunities Fire; Frightened
Resistances Psychic
Senses Blindsight 60 ft., Darkvision 120 ft., Passive Perception 28
Languages Common, Draconic, telepathy 120 ft.
CR 23 (XP 50,000, or 62,000 in lair; PB +7)

Traits

Legendary Resistance (4/Day, or 5/Day in Lair). If the dragon fails a saving throw, it can choose to succeed instead.

Perfect Recall. The dragon can accurately recall anything it has seen or heard.

Tunneler. The dragon can burrow through solid rock at half its burrowing speed and can leave a 20-foot-diameter tunnel in its wake.

Actions

Multiattack. The dragon makes three Rend attacks. It can replace one attack with a use of (A) Whitefire Breath, or (B) Spellcasting to cast Fire Bolt (4d10) or Magic Missile (level 3 version).

Rend. *Melee Attack Roll:* +15 to hit, reach 15 ft. *Hit:* 17 (2d8 + 8) Slashing damage plus 11 (2d10) Fire damage.

Whitefire Breath (Recharge 5-6). *Constitution Saving Throw:* DC 23, each creature in a 90-foot Cone. *Failure:* 60 (24d4) Fire damage. *Success:* Half damage. This damage ignores Resistance, but not Immunity, to Fire.

Spellcasting (Psionics). The dragon casts one of the following spells, requiring no spell components and using Intelligence as the spellcasting ability (spell save DC 25, +17 to hit with spell attacks):

• At will: *Detect Magic, Fire Bolt (4d10), Identify, Magic Missile (level 3 version), Shapechange (Beast or Humanoid form only, no Temporary Hit Points gained from the spell, and no Concentration or Temporary Hit Points required to maintain the spell)*

• 2/day each: *Plane Shift (when moving from the Plane of Fire to the Material Plane, cast Fireball centred on the dragon immediately after casting Plane Shift).*

• 1/day each: *Demiplane (Gargantuan door, 6 mile area), Flaming Sphere, Hold Monster, Scorching Ray, Tenser's Floating Disk, Wall of Force*

Bonus Actions

Psychic Step. The dragon magically teleports to an unoccupied space it can see within 60 feet of it.

Planar Jaunt (1/Day). *Charisma Saving Throw:* DC 24, one creature not on the Elemental Plane of Fire, immediately after being hit by the dragon's Rend. *Failure:* The target has the Grappled condition from the dragon's claws, and both the target and the dragon magically teleport to the Elemental Plane of Fire, disappearing immediately, returning to a location within 60 feet of the spot they disappeared from at the end of the dragon's next turn. The target takes 66 (12d10) Fire damage. *Failure by 5 or more:* The target also gains a level of Exhaustion. *Success:* No effect, but the dragon's use of Planar Jaunt is not expended.

Legendary Actions

Legendary Action Uses: 3 (4 in Lair). Immediately after another creature's turn, the dragon can expend a use to take one of the following actions. The dragon regains all expended uses at the start of each of its turns.

Claw. The dragon makes a Rend attack.

Psionics. The dragon uses Psychic Step or Spellcasting.

Boiling Blood. *Constitution Saving Throw:* DC 23, each creature in a 15-foot Emanation origination from the dragon. *Failure:* 18 (4d8) Fire damage, and the target is Poisoned until the end of their next turn. *Success:* Half damage only.

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